

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all leads are connected. Press the SHIFT key and the RUN/STOP simultaneously. Follow the screen instruction – PRESS the PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. Follow the instructions as they appear on screen. Ensure that all peripherals are removed. N.B. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

DISK

Select 64 mode. Turn on the disk drive, insert the program into the drive with the label facing upwards type LOAD "*", 8,1 (RETURN), the introductory screen will appear and the program will then load automatically. Follow the instructions as they appear on screen.

OPERATION THUNDERBOLT SCENARIO

ROY ADAMS IS BACK!

The Hi-jack report came from a DC10 leaving Paris for Boston – Arab Guerillas were in control of flight 102 and had turned the aircraft towards Africa..... The plane lands in hostile territory and the terrorists begin their demands.....

A rescue operation is called for and there is only one man to head it up, Roy Adams.

Weary from his Operation Wolf mission, he is persuaded to put his crack team into a new sortie to free the hostages..

Bringing you enhanced shoot-em-up action for one or two players.

Thunderbolt not only reproduces the horizontally-scrolling gameplay of Wolf, but brings 3D action to the scenario, pitting you against swooping jets, helicopters, tanks and many more awesome adversaries!

Get the laser sight, or the bulletproof vest, but watch out for those air-to-ground missiles! GOOD LUCK IN YOUR MISSION.

LOADING

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PLEASE NOTE: This game loads in a number of parts – follow on screen instructions.

DISK

Select 64 mode. Turn on the disk drive, insert the program into the drive with the label facing upwards. Type LOAD "*", 8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

CONTROLS

This is a one or two player game which is controlled by the following: Keyboard, Joystick, Neos and Commodore Mouse and Light gun (port 1 only).

PRE-SET KEYS

Q	– UP
A	– DOWN
O	– LEFT
P	– RIGHT
SPACE	– FIRE
COMODORE KEY	– FIRE ROCKET

KEYS FOR KEYBOARD AND JOYSTICK

RUN STOP	– PAUSE GAME
F7	– FIRE ROCKET (Player 2 when not using keyboard)
1	– START PLAYER 1
2	– START PLAYER 2

LIGHT GUN

PLEASE NOTE – ENSURE THAT THE BRIGHTNESS IS TURNED UP ON YOUR TV/MONITOR TO OBTAIN GUN ACCURACY.

PLAYER 1 MAY ONLY USE THE LIGHT GUN

USE F7 KEY TO FIRE ROCKET

COMMODORE/NEOS MOUSE

LEFT MOUSE BUTTON – FIRE GUN

RIGHT MOUSE BUTTON – FIRE ROCKET

EITHER PLAYER MAY JOIN THE GAME AT ANY TIME.

STATUS AND SCORING

The Status Panel displays your Score, Life remaining, number of bullets remaining, number of magazines remaining, and number of rockets remaining for either one or both players.

Also shown are the items held by either player. The item on the left is the last one collected. The middle item is the bulletproof vest (if collected) and the item on the right is the Laser Sight (if collected). When either players life level reaches zero then he will die but can restart by pressing his "player start" button. When both players energy is zero there will be a continue play option.

Points are achieved by shooting enemies. At the end of the game, if successfully completed, points are awarded for the number of hostages rescued and the life level remaining.

GAMEPLAY

The player equipped with sub-machine guns and rockets must shoot all the enemies who appear on screen. Remember that your energy and ammunition are limited, and these can only be replenished by picking up objects such as magazines and power bottles that appear on screen or are parachuted down in crates.

ARCADIA

Commodore

CHASE HQ

OPERATION THUNDERBOLT

THE NEWZEALAND STORY

ocean

LEVEL 1

You must work your way, on foot, through hostile soldiers and reach the end of the level where an enemy spy is hiding to complete mission one.

LEVEL 2

You must attack the ammunition depot within a certain time limit. If you are successful you will receive more magazines, rockets and bullets.

LEVEL 3

You are driving a jeep and must reach the enemy hideout where some hostages are being held.

LEVEL 4

You will encounter hostages that have been taken from the aircraft and imprisoned. To release them you must shoot the locks on all the doors but avoid shooting them in the midst of all the action! Beware – at the end of this mission you will encounter a heavily armed officer and must use all your skills to defeat him.

LEVEL 5

The boat – battle your way through hostile craft to reach the enemy headquarters where more hostages are being kept.

LEVEL 6

Inside enemy headquarters – you must rescue the hostages to complete your mission. Again you will face heavily armed officers who must be defeated.

LEVEL 7

Make your way down the run-way destroying everything in your path to reach the get-away aircraft.

LEVEL 8

When you finally reach the hijacked airliner you must walk up the centre aisle taking out the grenade throwing and machinegun blazing hijackers as you go. Take care to avoid the hostages (children). Once you have reached the cockpit you must shoot the last hijacker who is using the pilot as a shield. If you take too long to eliminate him you will not survive his machine gun fire. If you shoot the pilot your only means of escape will perish.

HINTS AND TIPS

1. Pick up all objects that fall from the top of the screen by shooting them. These include magazines, power bottles, medical packs, bullet proof vests and laser sights. Animals if shot, will sometimes drop these items.
2. Try not to spray your opponents with bullets as your ammunition is limited. Pick your targets carefully.
3. Destroy the heavy vehicles before the soldiers as they inflict more damage.
4. If you are overwhelmed by soldiers and your energy is low, use your grenades.

OPERATION THUNDERBOLT

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CREDITS

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Programming by Trevor Brown

Graphics by Brian Flanagan

Music and Sound Effects by Matthew Cannon

Produced by D. C. Ward

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THE NEW ZEALAND STORY

New Zealand is a peaceful place to live – if you're a KIWI, particularly in the Auckland Zoo – Tiki is as happy as can be ...

Trouble turns up in the guise of a psychotic walrus who has an enormous appetite for fresh Kiwi and kidnaps Tiki and his relatives to stock the larder!

The walrus hides his captives around the island in 20 hazardous locations but our hero escapes and sets about rescuing his buddies.

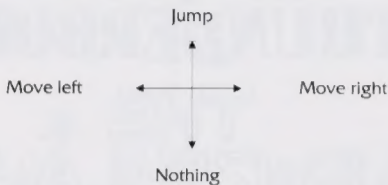
Watch the feathers fly as Tiki executes his plan, for the walrus has some very strange companions and they're out for blood.

CONTROLS

Tiki can be controlled by joystick in Port 2 or by Keyboard

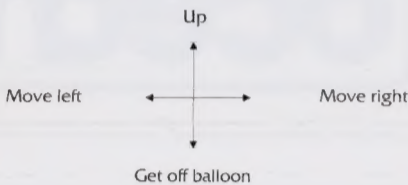
JOYSTICK

On Ground



FIRE = FIRE WEAPON

On Balloon



FIRE = FIRE WEAPON

KEYBOARD

On Ground

Z = LEFT
X = RIGHT
J = JUMP
RETURN = FIRE

On Balloon

Z = LEFT
X = RIGHT
J = UP
RETURN = FIRE
SPACE = GET OFF BALLOON

GAMEPLAY

You control Tiki the Kiwi in his search for the release of his kidnapped friends. Initially, you are armed with just a bow and arrow, but occasionally, when you kill an enemy, they may drop an item which you can retrieve and use yourself. There are many different types of items which you must discover yourself, but they vary from extra weapons to temporary invulnerability pills.

Kiwis cannot fly and you are no exception, however, you get around this by knocking/shooting creatures off their balloons, which you can then commandeer and take to the skies! Surprisingly, kiwis cannot breathe underwater either, so you must be careful if you go swimming. Your oxygen level is shown on screen, so make sure you don't drown!

Shooting water from your mouth replenishes oxygen and can be used to pot your adversaries.

In the earlier levels, you will be shown arrows on the background which indicate the direction you must go to release the captive Kiwi on that level, but beware, on certain stages, releasing your friend alerts the Big Guardian Creature of that level, and you must first find a way of defeating it before progressing to the next level. Hint: you must allow yourself to be swallowed by the Whale so you can destroy him from the inside!

Because the various lairs of the Walrus are so well guarded, we cannot brief you further. Your techniques will develop as you play the game and each new level presents new, frantic and more original challenges!

*Note – make sure you do not waste time sightseeing as you have a limited period to complete each level.

STATUS & SCORING

Baddies on floor 100 points
Baddies on balloons 200 points
Collecting items 1000 points
Collecting fruit ranges from 300 – 600 points

Bonus

End level bonus = 500 x time remaining

End stage bonus = stage x 1000

Oxygen level

Shows how much oxygen Tiki has left when under water

Radar

Shows how close Tiki is to rescuing the chick on level

Extend

Building up "EXTEND" by collecting the letters gives an extra life

Time left

Shows how much time is left to complete level

HINTS & TIPS

- When in water, oxygen can be replenished by raising Tiki's head above the water – then spit by pressing fire if you want to gain oxygen quickly.
- Steal balloons by jumping on them while the baddie is still on, pushing him off.
- After a lot of practice, playing skills can be improved considerably.
- Use the duck balloon when you need speed.

THE NEW ZEALAND STORY

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CREDITS

Coding by Richard Palmer
Graphics by Stephen Wahid
Music converted by Jonathan Dunn

Produced by D.C.Ward
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CHASE HQ

SCENARIO

The heat is on! The steaming roads beckon your turbo-charged Porsche 928 as the screeching of tyres in the distance heralds another crime being committed.

"This is Nancy at Chase HQ – We gotta few perps to catch, Algernon. Looks like you ain't gonna get much sleep tonight". "Gotcha, Nancy baby! We're on our way!"

Details of the perpetrators vehicles flash across your in-car computer screen as you tear away down the busy L.A. streets in search of your quarry.

You are the head of SCI (Special Criminal Investigation) and the type of guys you chase don't stop for no-one! After years of experience, you have discovered that the only way of stopping these people is to ram 'em off the road! Your limited Turbo Chargers help you catch up, but these guys seem to drive the best (and fastest) sports cars on the road, so catchin' 'em ain't easy!

CONTROLS

This is a one player game which can be played with either joystick in port one or keyboard which is redefinable.

The following Spectrum joysticks may be used:-

KEMPSTON

SINCLAIR

CURSOR

JOYSTICK CONTROLS

UP – ACCELERATE

DOWN – BRAKE

FIRE – CHANGE GEAR

SPACE BAR – TURBO

PRESET KEYS

A – ACCELERATE

Z – BRAKE

K – LEFT

L – RIGHT

N – CHANGE GEAR

SPACE BAR – TURBO

P – PAUSE

Q – QUIT

ESC – QUIT (Amstrad)

Please note that on the 48K Spectrum control options may only be changed once – when the game has loaded.

STATUS AND SCORING

You have 60 seconds to catch up with the target vehicle and then a further 60 seconds in which to ram it off the road.

Points are scored as you progress along the road.

Points are also awarded for passing cars as follows:-

First car passed – 200 points

Second car passed – 400 points

This continues up to 8,000 points, but if you hit another car (other than your target) the scoring will restart at 200 points.

When you reach the target vehicle you will score 10,000 points for each hit on the first level and 20,000 points for each hit on the second level etc. There is also a 'hidden' special bonus which may be awarded.

Points will also be awarded for time remaining on each level, with a cumulative bonus for completing each level starting at 100,000 points.

There will be an extra bonus for completing the game.

When you catch up with the criminals car a hit indicator will appear on the screen. This will show how many times you have to hit the target vehicle; when this indicator is full your car will automatically overtake the criminals and stop them.

GAMEPLAY

Your instructions come from Nancy at Chase Headquarters as she sends a description of the criminals vehicle to your on-board computer. You have a limited time to catch up to the villain, at which point you will be allotted a further time bonus to force him off the road. To achieve this you must ram his car a number of times – as shown on your status panel. If you run into any other vehicles this will slow you down and make the capture more difficult. However, you have a limited number of Turbo Boosts which will give you extra acceleration for a very short period. Use these wisely! When you have inflicted the necessary number of collisions, the criminals car will pull over to the side of the road, and you can arrest him.

There are five missions in all, each successively tougher than the last, taking you over various landscapes and through different towns. Occasionally you will be presented with a fork in the road and an arrow will indicate the shortest route to take. A constant hazard is the presence of other innocent, but appalling drivers whom you must avoid, or pay the time penalty.

The clock is ticking, crimes are being committed, your Porsche is tanked-up and the bad guys are getting away.

"LET'S GO MR. DRIVER!"

HINTS AND TIPS

Only use your turbo when ramming the target vehicle.

Slow down when the road splits and follow the correct turn-off.

Take your time when bashing to increase your score.

Try and find the hidden bonuses.

You will score less for using the continue-play option.

CHASE H.Q.

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CREDITS

Programming by Jon O'Brien

Graphics by William Harbison

Music by Jonathan Dunn

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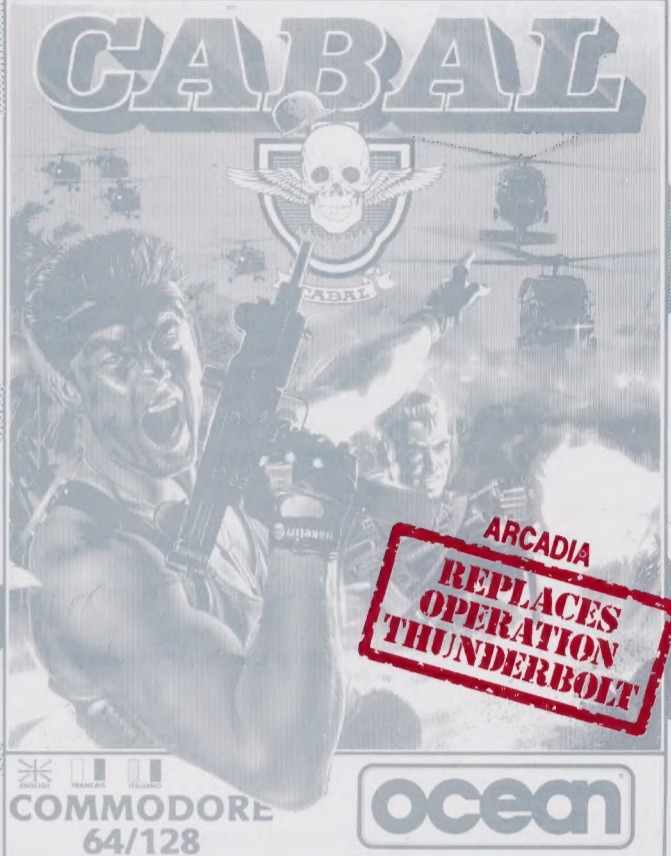
Commodore Version

by Teque Software.

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SCENARIO

The coin-op sensation that throws you deep into enemy territory with little more than a low-powered, single shot repeater for protection. With superior marksmanship and lightning reactions you can increase the odds - in your favour.

Capture enhanced weaponry, including grenades, and now you can really make your mark!..... That is, until you come face to face with the enemy gunships, tanks and submarines. Equip yourself for some stunning arcade action, load up and FIRE!!!

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

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DISK

Select 64 mode. Turn on the disk drive, insert the program into the drive with the label facing upwards. Type LOAD "*",8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

CONTROLS

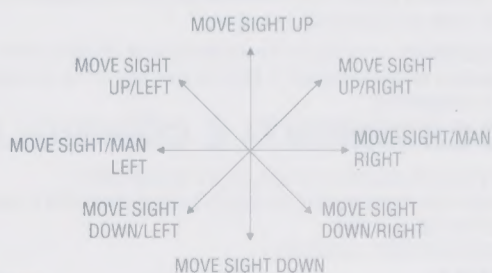
This is a one or two player game, and can be played with either keyboard or joystick in port 2.

KEYBOARD

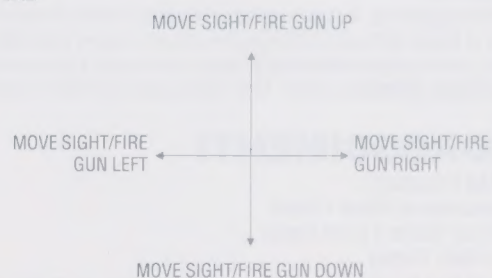
; - UP
/ - DOWN
Z - LEFT
X - RIGHT
SPACE - THROW GRENADE
LEFT ARROW - PAUSE ON/OFF
INST/DEL - ABORT GAME

JOYSTICK

WITHOUT FIRE



WITH FIRE



STATUS AND SCORING

The top of the status panel from left to right displays:-
Number of lives remaining, current player, and score.

The bottom of the status panel from left to right displays:-
Grenades and enemy damage.

An extra life will be awarded every 10,000 points.

The blue enemy damage indicator will gradually turn red as more enemies are destroyed. When completely red the section is complete.

Points are awarded as follows:-

Soldiers	10 points
Marines	45 points
Tank 1	100 points
Tank 2	110 points
Truck	150 points
Frogmen	95 points
Motorbikes	300 points
Buildings	10 points
Helicopter/plane	1500 points
Grenades	125 points
Bullets	5 points
Bonus Score Icons	100, 200 or 300 points

GAMEPLAY

There are five levels each with four stages. During the first four stages of each level you must eliminate all enemies, tanks, helicopters, planes and cars. At the end of the fourth stage of each level you will meet a very tough adversary.

You have a constant supply of fire power, Certain objects, when destroyed will give you bonus items such as extra grenades, bonus scores, bazookas or machine guns.

HINTS AND TIPS

- Save grenades for crowds and buildings
- Collect extra weapons for better fire power
- Blow up all buildings
- Hide behind barrels and walls etc.

CABAL

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CREDITS

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Programmed by Robbie Tinman

Graphics by Ivan Davies and Karen Davies

Music by Keith Tinman

Produced by Paul Finnegan and David Ward

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SCÉNARIO

Tous les frissons d'un jeu d'arcade, qui vous plonge en plein cœur du territoire ennemi. Votre protection ? Un simple fusil à répétition, pas très puissant. Mais attendez ! Si vous tirez juste et vite, vous pouvez augmenter vos chances de survie.

Capturez des armes plus modernes, et même des grenades: à vous la force de frappe... jusqu'à ce que vous vous trouviez face à face aux chars, aux croiseurs et aux sous-marins ennemis. Equipez-vous donc pour parer à tout, chargez, et TIREZ!!!

POUR CHARGER LE JEU

Placer la cassette dans votre enregistreur Commodore, face imprimée sur le dessus, et assurez-vous qu'elle est bien rebobinée jusqu'au début. Tous vos câbles sont-ils connectés ? Appuyez simultanément sur les touches SHIFT et RUN/STOP. Suivez l'instruction de l'écran - PRESS PLAY ON TAPE. Ce programme se charge ensuite automatiquement. Pour charger dans un C128, tapez GO 64 (RETURN), puis suivez l'instruction comme pour le C64.

NOTE: Ce jeu se charge en plusieurs sections - suivez les instructions affichées sur l'écran.

DISQUE

Sélectionnez le mode 64. Allumez votre unité de disque, placez le programme dans l'unité, étiquette vers le haut. Tapez LOAD "*",8,1 (RETURN). L'écran initial va apparaître, après quoi le programme se chargera automatiquement.

COMMANDES

Ce jeu est pour un ou deux joueurs, et peut se jouer au clavier ou au joystick (port 2).

CLAVIER

; - vers le haut
/ - vers le bas
Z - vers la gauche
X - vers la droite

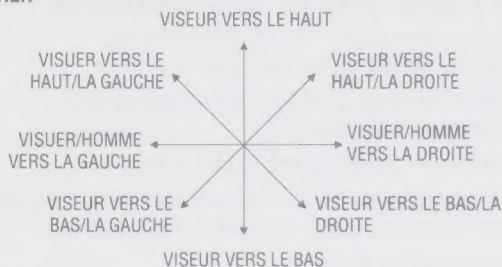
BARRE D'ESPACEMENT - POUR JETER UNE GRENADE

FLECHE GAUCHE - PAUSE/REPRISE

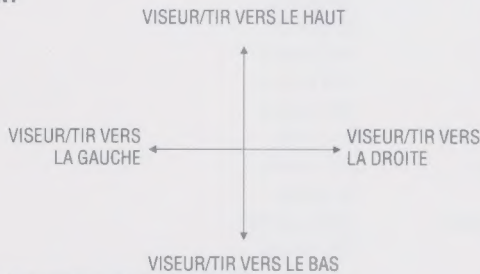
INST/DEL - POUR ABANDONNER LE JEU

JOYSTICK

SANS TIRER



EN TIRANT



ETAT ET SCORE

Le haut du tableau d'état affiche de gauche à droite:-

Nombre de vies restantes, joueur actif et score

Le bas du tableau d'état affiche de gauche à droite:-

Grenades et dommages infligés à l'ennemi

Vous recevrez une vie supplémentaire tous les 10.000 points.

L'indicateur de dommages à l'ennemi (bleu) virera progressivement au rouge au fur et à mesure que vous détruirez d'autres ennemis. Lorsqu'il est entièrement rouge, vous avez terminé la section.

Les points sont répartis comme suit:

Soldats	10 points	Motos	300 points
Fusiliers marins	45 points	Bâtiments	10 points
Char 1	100 points	Hélicoptère/avion	1500 points
Char 2	110 points	Grenades	125 points
Camion	150 points	Balles	5 points
Scaphandriers	95 points	Symboles-primés	100,200 ou 300 points

LE JEU

Le jeu comporte cinq niveaux de quatre phrases chacun. Pendant les quatre phrases de chaque niveau, vous devez éliminer tous vos ennemis. A la fin de la quatrième phase de chaque niveau, vous allez rencontrer un formidable adversaire.

Votre puissance de tir demeure constante. Lorsque détruits, certains objets vous donneront des suppléments tels que: grenades additionnelles, scores en plus, bazookas ou mitrailleuses.

QUELQUES CONSEILS ET "TRUCS"

- Conservez vos grenades pour détruire foules et bâtiments. Ramassez des armes supplémentaires qui amélioreront votre "force de frappe".
- Détruisez tous les bâtiments.
- Cachez-vous derrière les tonneaux, les murs, etc.

CABAL

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GÉNÉRIQUE

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Programmation: Robbie Tinman

Graphismes: Ivan Davies et Karen Davies

Musique: Keith Tinman

Production: Paul Finnegan et David Ward ©1989 Ocean Software Limited

SCENARIO

Il gioco elettronico da sala giochi che ti getta in pieno territorio nemico, armato soltanto con poco più di una misera pistola a ripetizione a un colpo. Con un'eccellente precisione di tiro e reazioni fulminee, potrai aumentare le tue possibilità, a tuo favore.

Incrementa il numero delle tue armi, granate comprese, e potrai davvero lasciare il segno!.....Ma soltanto fino a quando ti vieni a trovare di fronte alle armi nemiche, ai carri armati e ai sottomarini. Preparati per un gioco d'azione memorabile, carica le armi e SPARA!!!

CARICAMENTO

Mettere la cassetta nel registratore Commodore con la parte scritta rivolta verso l'alto, assicurandosi di averla riavvolta fino all'inizio. Premere il tasto MAIUSCOLE e il tasto RUN/STOP simultaneamente. Seguire le istruzioni a video - PREMERE PLAY SULLA CASSETTA. Questo programma si carica automaticamente. Per il caricamento del C128, digitare GO 64 (INVIO), quindi seguire le istruzioni per il C64.

NOTA: Questo gioco si carica in diverse parti - seguire le istruzioni a video.

DISCO

Selezionare la modalità 64. Accendere l'unità a disco, inserire il programma nell'unità con l'etichetta rivolta verso l'alto. Digitare LOAD "*",8,1 (INVIO); comparirà la videata introduttiva e il programma di caricherà automaticamente.

DISPOSITIVI DI CONTROLLO

Si tratta di un gioco per uno o due giocatori, che può essere giocato con la tastiera o il joystick nella porta 2.

TASTIERA

; - SU
/ - GIU'
Z - SINISTRA
X - DESTRA
SPAZIO - LANCIO BOMBA A MANO
FRECCIA SINISTRA - PAUSA ON/OFF
INS/CANC - ABBANDONO DEL GIOCO

JOYSTICK

SENZA PREMERE IL PULSANTE DI TIRO



PREMENDO IL PULSANTE DI TIRO



POSIZIONE E PUNTEGGIO

La parte superiore del pannello informativo indica, da sinistra a destra:-

Il numero di vite rimaste, il giocatore attuale e il punteggio.

La parte inferiore del pannello informativo indica, da sinistra a destra:-

Le bombe a mano e i danni al nemico.

Ogni 10.000 punti viene assegnata un'altra vita.

L'indicatore blu relativo ai danni causati al nemico si colorerà gradualmente di rosso, man mano che si distruggono i nemici. Quando è completamente rosso, la sezione è completa.

Distribuzione dei punti:

Soldati	10 punti	Moto	300 punti
Fanti di marina	45 punti	Edifici	10 punti
Carro armato 1	100 punti	Elicottero/aereo	500 punti
Carro armato 2	100 punti	Bombe a mano	125 punti
Autocarro	150 punti	Proiettili	5 punti
Sommatori	95 punti	Icone di punteggio extra	100, 200 o 300 punti

ESECUZIONE DEL GIOCO

Ci sono cinque livelli, di quattro fasi ciascuno. Nel corso delle prime quattro fasi di ciascun livello, dovrai sbarazzarti di tutti i nemici, i carri armati, gli elicotteri, gli aerei e le auto. Al termine della quarta fase di ciascun livello ti troverai di fronte ad un avversario grintoso.

Avrai a disposizione un continuo rifornimento di armi da fuoco. Alcuni oggetti, quando vengono distrutti, ti daranno armi aggiuntive, punteggi extra, bazooka o mitragliatrici.

SUGGERIMENTI E CONSIGLI

- Tieni d'acconto le bombe a mano per le folle e gli edifici
- Raccogli armi supplementari per una maggior disponibilità di sparo
- Fai saltare tutti gli edifici
- Riparati dietro botti e pareti ecc.

CABAL

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